end reference

lock data

encrypt

close filepath

exit

MALIBU GAMES

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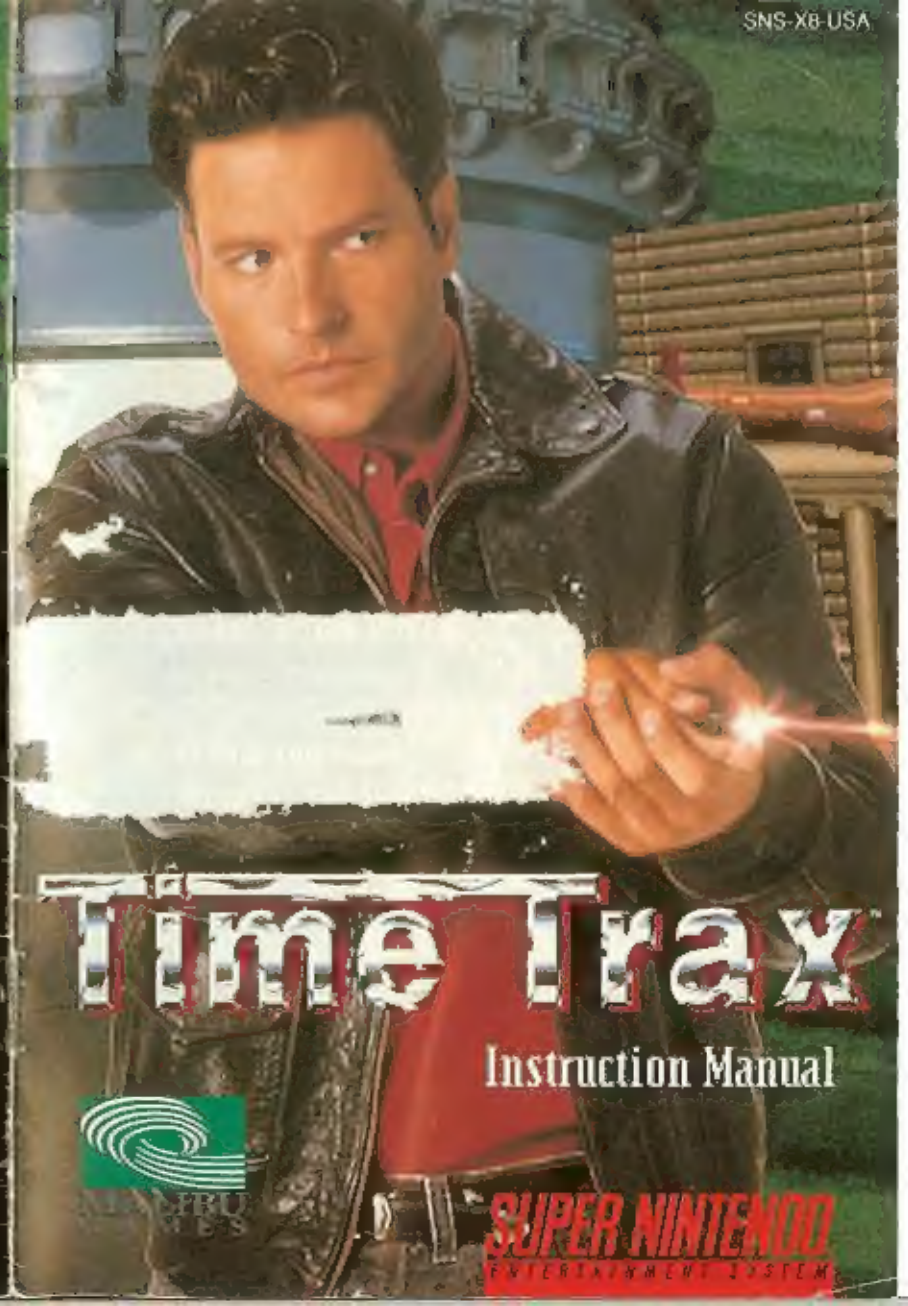

Time Trax™

Instruction Manual

MALIBU GAMES

SUPER NINTENDO
ENTERTAINMENT SYSTEM

accessing:
historical data base
year: 1993
subject: Lambert, Darien.
assignment: fugitive retrieval

a c c e s s i n g

For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Time Trax

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01

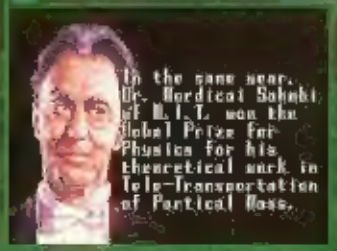
Time Trax

ACCESSING:

BACK FROM THE FUTURE

This game takes you into TV's most exciting new action adventure drama . . . **Time Trax**. As Captain Darien Lambert, cop of the future, you'll travel back to today's troubled criminal underworld to smash a ring of ruthless felons from the 22nd century. Your weapons and martial arts are way ahead of your time. But so are the bad guys who'd like nothing better than to say, "You're history, Lambert."

In Time Trax, you travel through time in pursuit of the heinous Mordical Sahmbi and his felonious cronies. Sahmbi is a Nobel Prize winning scientist who has turned to a life of crime. Using his research in tele-transportation of particle mass, Sahmbi has developed T.X.P., the chemical needed to make molecules transportable, and the T.R.A.X. (Trans Time Research and Experimental) time machine.



Sahmbi has been helping criminals in 2193 buy themselves a future by escaping into the past – a past that has no record of their crimes – a past that we know of as our present – 1993.

visual record: Lambert, Darien
with captured T.R.A.X. time machine

Sahmbi's price for transmitting these criminals 200 years into the past? Their assistance in his plan for changing history and gaining control of the future.

Fortunately, you as Captain Lambert have traced the mysterious fugitive disappearances to Washington D.C. and are about to use Sahmbi's T.R.A.X. machine to begin an epic manhunt across time. Get ready for a wild ride through the nation's capital (present and future) and far beyond as you track down Sahmbi, assassin Sepp Buetrich and other fugitives as they attempt to flee from you, from the law – and from time itself.

If you are unable to find the fugitives and transmit them back to 2193 for sentencing, they will alter history – your history – and the future you return to will not be your own.

Control Functions:

As Darien Lambert, you use your controller to –

- move through the levels and landscapes of Time Trax, by walking or by using the pipes that hang above the landscape on several levels
- fight and fend off your attackers
- execute various special moves

Here's how the various buttons work, alone and in combination, depending on whether you are moving, fighting, or using the pipes:

Moving:

Left/Right	Walk left/right
Up	Climb up ladder
Down	Crouch/climb down ladder

Combat:

Y Button	Attack – punch, kick, or use PPT
X Button	Time Stall
A or B Button	Jump
Up	Block an attacker's blow or fire
Down	Duck
Down and Y	Foot sweep
Up and B	Grab onto pipe

While holding onto a pipe:

Y Button	Kick
Up	Lift legs
Left/Right	Move hand over hand left/right
Up and B	Vault from pipe
Down and B	Drop from pipe

Mission Initiation:

1. Turn off your Super Nintendo Entertainment System. Plug a game controller into your system.

2. Insert the **Time Trax** Game Pak, label facing front, in the system slot.

3. Turn on your Super NES.

When the title screen appears, you may select game options or start the game directly. After starting the game, you will be presented a brief biography and background information on Captain Lambert. At any point during this briefing, you may begin the game by pressing Start.

visual record: Captain Darien Lambert,
Fugitive Retrieval Section

The Action Screen:

This is where it all happens in **Time Trax**.

Lives. This shows how many lives you have remaining. You start with three.

Energy Bar. In each of your lives, you start out with four units of energy. You can add to your energy (to a maximum of eight units) by collecting all the letters **S E L M A**. Your energy is drained when you take hits from enemies and projectiles, and fall victim to other hazards. Run out of energy, and you lose one life.

Optional. Shows a picture of any special object you're carrying – such as a pass that will admit you to a secret room – appears here. You can carry only one special object at a time.

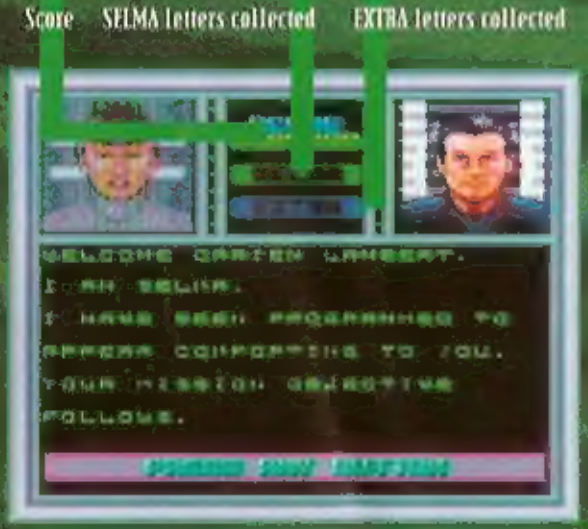
Mental Power Meter. This is the amount of energy you have for using your Time Stalling technique. While you Time Stall this energy slowly runs down, but it replenishes itself when Time Stalling is not in use.

Boss Meter. This appears only when you're fighting the kingpin criminal on each level. It shows how much energy the bad guy has left.

Selma:

Emanating from your pocket-sized computer, Selma is the holographic sidekick that will provide information and advice between missions. Selma is your key source of information. She introduces you to each new level of **Time Trax**, gives you clues, and assesses your performance. Remember: as long as you have Selma, you are not alone.

Selma will appear in a briefing screen at the beginning of each level. She will give you the following information:



visual record: information display, SELMA unit

At Your Command: Weapons and Special Abilities:

As a law enforcement specialist, you're an adroit street fighter in top condition. And you're going to have to use all your strength, cunning, and skill to overcome the many enemies, hazards, traps, and pitfalls you encounter. You'll have to leap across gaping chasms, and jump and duck to avoid projectiles, falling boulders, and other deadly objects.

But you, Darien Lambert, are no ordinary police officer. After all, you come to this world from 200 years hence, and you have some very special powers, abilities, and technologies at your command that today's law enforcement specialists can only dream about. Here's what they are and how they work:

Mash-TI. This is the martial arts regimen that you've brought back from the future. You use it when you punch, kick, climb, jump, crouch, and hang from pipes. You'll prosper by taking on your enemies in hand-to-hand combat rather than shooting them with your PPT (see below), because every knockout uppercut will loosen your enemy's valuable gold token.

Weapons. In the century you come from, firearms are illegal. So the only "conventional" weapon you're equipped with is your Pellet Projection Tube, or PPT. It fires tiny chemical projectiles that penetrate the body without injury, stunning your target for a limited time. Keep in mind, though, that you have more to gain by taking on your enemies in hand-to-hand combat.

Time Stalling. Beta wave training has given you extraordinary mind control, and your Time Stalling ability has saved your life on more than one occasion. By slowing down the rate of the visual images reaching your brain, this technique, in effect, puts reality into slow motion while you react with your normal speed and agility. When you're faced with certain death from an oncoming bullet or other threat, for example, you can use Time Stalling to escape. When you implement Time Stalling, your visual field takes on a different appearance. But remember: Time Stalling can be used only for limited spans, and requires a reservoir of mental energy.

Collectible Items, Hidden Possibilities, and Special Hazards:

The landscapes you travel in Time Trax feature all kinds of items that you must collect and use.

The metallic storage containers you come across contain various items, such as food, power-ups and bonuses.

The crates and barrels you come across can be smashed and may release a token. Some crates can be pushed.

Collectibles

To keep up your energy, power up your combat moves, and gain bonus points and lives, you must collect various items along your way.

Food. You'll find hamburgers and sodas which restore your energy.

SELMA. Spelling out S E L M A will extend your energy bar by two units, up to a maximum of eight units.

Shield. This makes you invulnerable to attack for a short period.

Combat power-up. You start the game with normal punches and kicks, but every time you pick up one of these power-ups, the force of your blows increases.

Heart. This will restore your energy to full.

Gold token. You collect these from enemies you've dusted off in hand-to-hand combat. Each one is worth 100 points.

PPT power-ups. These items boost the number of shots per volley, speed of fire, and impact power of your PPT.

Mega Crush. These smart bombs will do damage to all the enemies on screen, destroying the weaker ones.

EXTRA. Spell out E X T R A and and gain four extra energy containers.

What Is Hidden:

The levels of Time Trax also hold more than meets the eye. Certain elements of the scenery and items you'll come across, if destroyed with a punch or PPT fire, will yield invisible bonuses or special items you can use. Or they may reveal bonus rooms, secret passageways, and alternate routes. Explore, probe, investigate!

Listen to Selma. At the beginning of each section, she'll give you clues as to the whereabouts of special items – where to look for them and how to use them. You cannot directly use these special items, but if you take them to the right place, they'll automatically take effect – and they'll come in very handy!

Lotsa Gotcha's

Watch out! There are also lots of hazards waiting to get you in Time Trax, such as:

- spiked traps
- walkways that collapse beneath you
- fugitives throwing grenades
- time bombs
- deep crevasses (jump!)

Levels of Play:

Level 1: The Passage

You start in your own native time, the year 2193, as you begin your pursuit of the evil Mordicai Sahmbi. In this level, you must make your way through a secret part of the Smithsonian Institution as your search for Sahmbi's laboratory. You'll have to use all your skills and techniques to survive – good training for the much more difficult levels ahead.

Watch out for the security guard – he's one of Sahmbi's stooges. Some of the wooden floors will collapse if you put your weight on them. And that red dot that follows you around the screen? It's the sighting systems of an automated laser cannon – if it stays on you long enough to draw a bead, you're toast.

Level 2: The Laboratory

You've found the lab. Now you have to fight your way through it, past guards, technicians, and other Sahmbi henchmen, to reach T.R.A.X., the time machine.

Be sure to time your passage through the security doors you encounter, as some of them are deadly.

Level 3: The Sa[illegible], 1993

Now you've made it back from the future to the present, where (or is it when?) Sahmbi and his fellow fugitives are hiding out.

Unfortunately, there is also a mad bomber loose in the building, planting time bombs. You must defuse the bombs before they explode.

Level 4: Mean Streets

Leaving the Smithsonian, you've hit the city streets of Washington, D.C. This level involves you in an exciting motorcycle chase as you attempt to stop an aerial assassination attempt. While fighting 22nd century attack robots, you'll also be pursued by one of Sahmbi's helicopters, manned by a machine-gun sharpshooter.

Take heart: you can take down the chopper with repeated hits on it. And watch out, too: the helicopter is not the only thing trying to do you in.

Level 5: The Skyscraper

As you pursue one of Sahmbi's fugitives to the top of this skyscraper under construction, you'll meet plenty of bad guys and may have a chance to rescue a few hostages, too.

There are plenty of traps and tricks on this level. You'll have to make some pretty long leaps. Construction sites are dangerous places! Look out for time bombs and construction tools in the wrong hands.

Level 6: On the Water

This level is all wet. Selma has indicated that Sepp Dietrich, a 12-time political assassin, is making his way to Hawaii. And by the reception you're getting, it looks like you're on a hot trail. Get ready for high-speed jet-ski combat.

And as if that's not enough, divers will surface from below the water to shoot at you – in short, this is no day at the beach.

Level 7: In the Hawaiian Rain Forest

Here you pursue the infamous Sepp Dietrich through the Hawaiian rain forest. But this is no tropical paradise.

The terrain is rugged and rife with traps and dangers. By now, you should be pretty adept at using all the skills at your command. You'd better be.

Level 8: The Waterfall

It's just you and Dietrich – he's got an armored exo-skeleton – you don't. Nobody said life was fair – you'll just have to be better than he is.

Your final objective: capture Sepp and send him back where he came from: the year 2193.

If you fail in your mission, Sahmbi's plot to control the future will succeed, and the future you return to will be entirely different, and undoubtedly darker. You must accomplish your mission, Captain!

Mission Assistance:

Resist the urge to dispatch enemies from a distance with your PPT – remember that they will drop gold tokens if you defeat them in hand-to-hand combat.

Explore each level carefully – useful items may be hard to find.

Remember that Darien can defend himself – press up on the Control Pad to block punches or enemy fire.

Your time-stalling abilities may be helpful in making it through automatic doors or other tight situations.

Many objects can be pushed or moved around – some may serve as weapons, others may move to reveal something valuable.

The helicopter is difficult to defeat – take out the machine gunner first, then keep shooting the helicopter itself until it crashes.

Listen to Selma – she knows what she's talking about.

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MALIBU GAMES Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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